SONY

3-757-229-**22**(1)

Integrated Telephone Answering Machine

IT-A3000

Operating Instructions

Before operating the unit, please read this manual thoroughly and retain it for future reference.

The table of contents is located on page 7.

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Owner's Record

The model and the serial numbers are located at the bottom of the unit. Record the serial number in the space provided below. Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. IT-A3000 Serial No. _____

WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.
To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.

CAUTION: TO REDUCE THE RISK OF FIRE OR INJURY TO PERSONS BY BATTERY, READ AND FOLLOW THESE INSTRUCTIONS.

1. Use only the following type and size batteries: R03 (SIZE AAA) x 4
2. Do not dispose of the batteries in a fire.
   The cell may explode. Check with local codes for possible special disposal instructions.
3. Do not open or mutilate the batteries.
   Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
4. Exercise care in handling batteries in order not to short the battery with conducting materials such as rings, bracelets, and key.
   The battery or conductor may overheat and cause burns.
5. Do not attempt to recharge the batteries provided with or identified for use with this product. The batteries may leak corrosive electrolyte or explode.
6. Do not attempt to rejuvenate the batteries provided with or identified for use with this product by heating them. Sudden release of the battery electrolyte may occur causing burns or irritation to eyes or skin.
7. When replacing batteries, all batteries should be replaced at the same time. Mixing fresh and discharged batteries could increase internal cell pressure and rupture the discharged batteries.
8. When inserting batteries into this product, the proper polarity or direction must be observed. Reverse insertion of batteries can cause charging, and that may result in leakage or explosion.
9. Remove the batteries from this product if the product will not be used for a long period of time (several months or more) since during this time the battery could leak in the product.
10. Discard "dead" batteries as soon as possible since "dead" batteries are more likely to leak in a product.
11. Do not store this product, or the batteries provided with or identified for use with this product, in high-temperature areas. Batteries that are stored in a freezer or refrigerator for the purpose of extending shelf life should be protected from condensation during storage and defrosting. Batteries should be stabilized at room temperature prior to use after cold storage.

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Read and understand all instructions.

(continued)

2. Follow all warnings and instructions marked on the product.

3. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.

4. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.

5. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.

6. Slots and openings in the cabinet and the back or bottom are provided for ventilation. To protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on the bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.

7. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your dealer or local power company.

8. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be abused by persons walking on it.

9. Do not overload wall outlets and extension cords as this can result in the risk of fire or electric shock.

10. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the product.

11. To reduce the risk of electric shock, do not disassemble this product, but take it to a qualified service personnel when some service or repair work is required. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the appliance is subsequently used.

12. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:
    A. When the power cord or plug is damaged or frayed.
    B. If liquid has been spilled into the product.
    C. If the product has been exposed to rain or water.
    D. If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions because improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
    E. If the product has been dropped or the cabinet has been damaged.
    F. If the product exhibits a distinct change in performance.

13. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

14. Do not use the telephone to report a gas leak in the vicinity of the leak.

SAVE THESE INSTRUCTIONS

Caution
You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

Note
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

IMPORTANT INSTRUCTIONS TO USERS

Your IT-A3000 model has been approved by the Federal Communications Commission (FCC) as not being harmful to the telephone network when connected directly to the telephone lines. In order to fully comply with the Rules of the FCC, the following instructions should be read carefully and followed completely where applicable:

1 The FCC Rules require that all direct connection to the telephone lines must be made through standard plugs and jacks as called out in the Rules.
No connection can be made to party lines or coin lines.
   a. Upon request from your telephone company, you must provide the 14 digit FCC Registration Number and Ringer Equivalence Number (REN), both of which are on a label located on the outer surface of your telephone.
   b. Inform your local telephone company that the jack (connector) required for your device is USOC RJ11C.
   c. After the telephone company has installed the jack listed above, you can connect your IT-A3000 model by inserting the mating plug of your equipment into the jack.
   d. The REN is useful to determine the quantity of devices you may connect to your telephone line and still have all of those devices ring when your number is called. In most, but not all areas, the sum of the RENs of all devices should not exceed five (5.0). To be certain of the number of devices you may connect to your line, as determined by the REN, you should call your local telephone company to determine the maximum REN for your calling area.
   e. All repairs must be accomplished as described in the "Service requirements".

2 If it appears that your IT-A3000 model is malfunctioning, it should be disconnected from the telephone line until it can be determined if your equipment or the telephone line is the source of the trouble. If your equipment needs repair, it should not be reconnected until such repairs are made.

SERVICE REQUIREMENTS

If your IT-A3000 model should malfunction, all repairs will be performed by an authorized Sony service representative.

This equipment has been registered with the FCC for direct connection to the telephone network. Under the FCC Program, no customer is authorized to repair this equipment. This applies to equipment both in and out of warranty. If such unauthorized repair is performed, the registration of the equipment for direct connection to the network will be null and void. If the equipment is still in warranty, the remainder of the warranty period will also be null and void. It is the responsibility of users requiring service to report the need for service to Sony dealer.
In the event that equipment must be returned for repair as determined by an authorized agent, instructions for return of equipment will be furnished by Sony Electronics Inc. or authorized agent. If the equipment is out of warranty, a nominal fee will be charged for repair.

For information contact: Sony Telecommunications Helpline (201)391-6111

There is not reason why your IT-A3000 model should ever cause harm to the network. If such harm does occur, the telephone company shall, where practicable, notify you, the customer, that temporary discontinuance of service may be required; however, where prior notice is not practicable, the telephone company may temporarily discontinue service forthwith, if such action is reasonable in circumstances. In case of such temporary discontinuance, the telephone company shall (1) promptly notify you, the customer, of such temporary discontinuance (2) afford you, the customer, the opportunity to correct the situation which gave rise to the temporary discontinuance, and (3) inform you, the customer, of your right to bring a complaint to the Commission pursuant to the procedures set forth in the Rules.
Procedures for filing the complaints can be obtained from your local dealer, or if necessary, by writing directly to the manufacturer.

Features

Congratulations on your purchase of the Sony IT-A3000 Integrated Telephone Answering Machine. This unit comes with a variety of features, among them are:

- three secured message boxes for storing messages separately, protecting the messages from being listened to by unauthorized users
- automatic calling of a pager or remote phone to notify you of new messages
- all-digital recording and storing of messages so there is no tape to break or wear out
- voice menus to guide you in operating the answering machine
- a digital message shuttle for easy control of playback of messages
- the ability to deliver an outgoing message (e.g. after business hours, "please call at a later time") without accepting incoming messages
- voice time/day stamp of each message
- controlling of the phone when you are away from home

About the three message boxes
This phone allows you to store messages in three message boxes. You can, for example, assign a message box to each member of the household so that callers can select a message box to leave a message. If desired, you can even apply security code to each of the message boxes.

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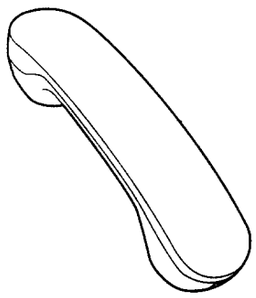
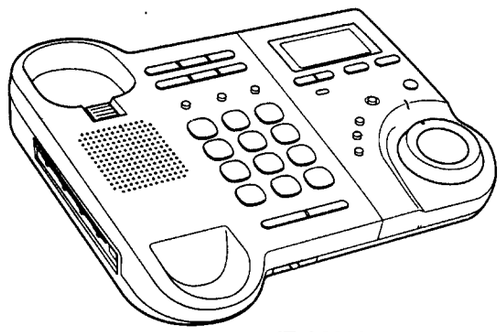
Checking the package contents

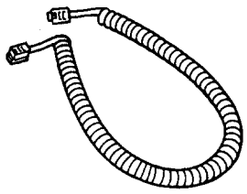
Make sure the following items are included in the package. If anything is missing, contact your local Sony dealer.



Handset

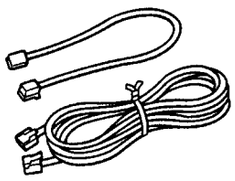


IT-A3000

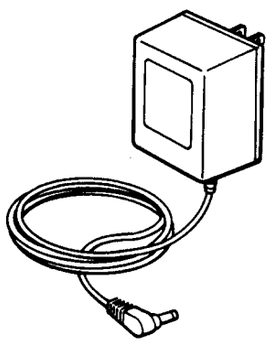


Handset cord

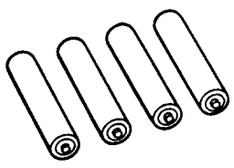
Screws (4)



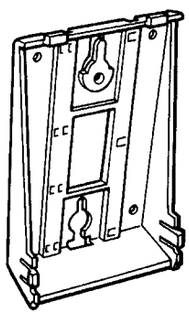
Telephone line cords (2)



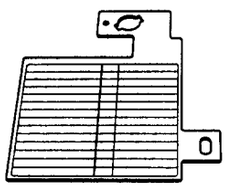
AC power adaptor (AC-T62)



Size AAA (R03) batteries (4)

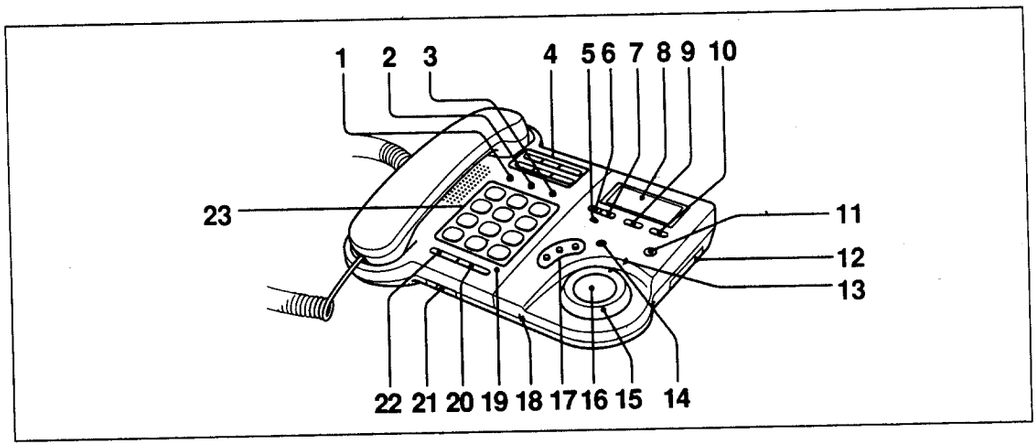


Wall bracket



Directory

Identifying the parts



1 RECALL button
Accesses speed dialing numbers.

2 REDIAL/PAUSE button
Redials the last number called.
Also inserts a pause in the dialing sequence.

3 FLASH button
Switches to a second call if you have "call waiting" service, or lets you make a new call.

4 ONE-TOUCH DIALING buttons

5 SET/REC (record) button

6 OGM (outgoing message) button
Records outgoing messages.

7 TIME button
Announces current day and time.

8 Display

9 ANSWER MODE button
Selects answer mode.

10 ANSWER ON/OFF button
Turns the answering function on or off.

11 MEMO/CONV (conversation) button
Records a memo or phone conversation.

12 Battery compartment

13 Answer on indicator
Lights when the answering function is turned on.

14 ERASE button
Erases messages.

15 Digital message shuttle
Adjusts playback conditions.

16 PLAY/STOP button

17 Message box buttons (BOX1, BOX2, BOX3)

18 Microphone

19 Line indicator
Lights when the phone is in use.

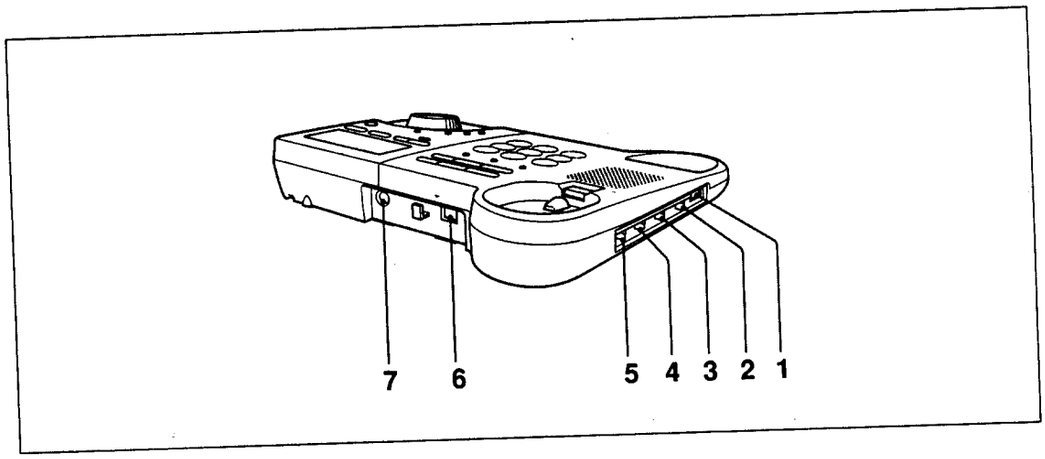
20 SPEAKERPHONE button
Allows hands-free conversations.

21 SPEAKER VOLUME control

22 HOLD button
Puts a call on hold.

23 Dialing keys

➡ Identifying the parts



1 Handset jack

2 HANDSET VOL (volume) switch

3 RINGER SELECT switch
Controls how the phone response to incoming calls.

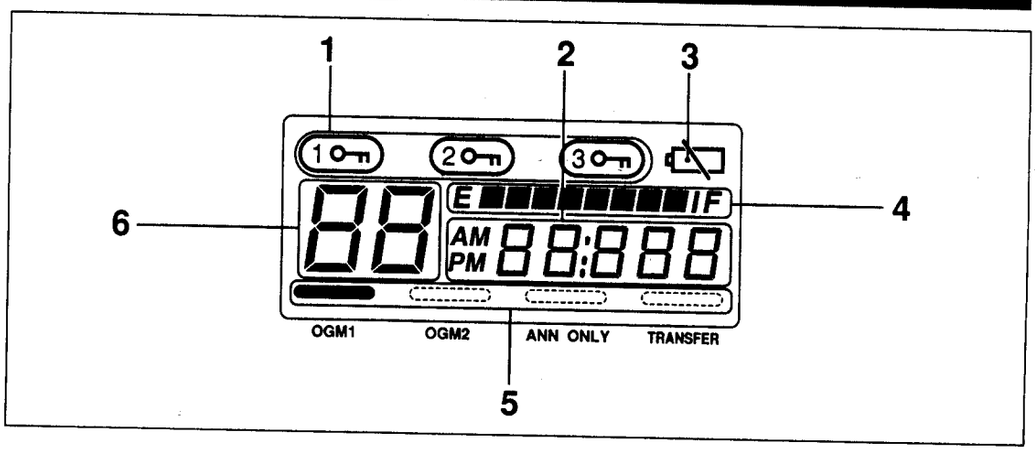
4 DIAL MODE switch
Selects pulse or tone dialing.

5 RINGER LEVEL switch

6 LINE jack

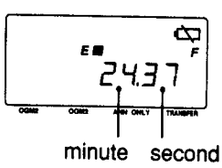
7 DC IN 12V jack

Display



1 Message boxes 1, 2, and 3
Example: Box 1
(1) (flashing) : there are new messages.
(1 🔑) (flashing) : there are new messages and the secured messages function is on.
(1 🔑) : there are no new messages and the secured message function is on.

2 Time
Indicates the current time.
(Flashes when time has not been set or when power interruption occurs.)
- During message recording, indicates the time elapsed.
- During message playback, indicates the remaining time of the message being played back.
- Shows phone number being dialed or registered. Read the special symbols as follows:
  - ⊢ * key
  - ⊟ # key
  - P Pause (REDIAL/PAUSE) key
  - ⊏ TONE key
- Shows talk time during a call.
  Read the talk time as follows:



3 Battery warning
Appears when batteries are low or not inserted in the phone.

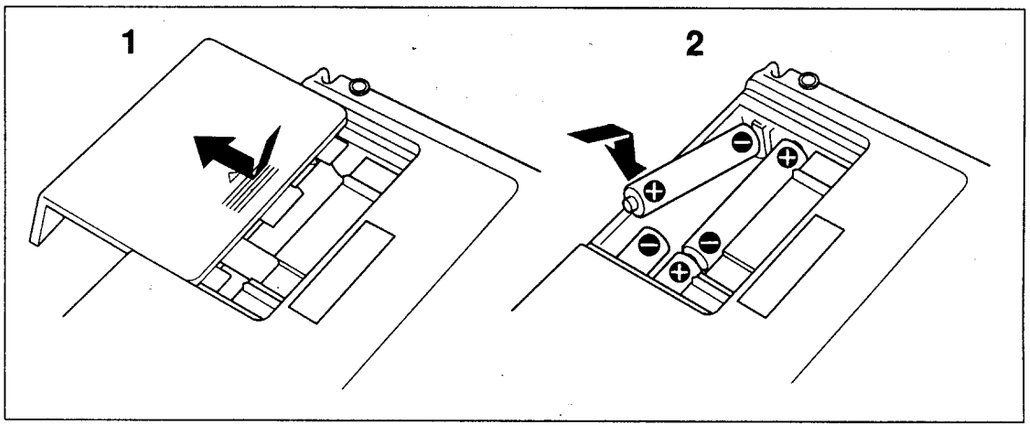
4 Memory indicator
Indicates the approximate memory usage, from E(Empty) to F(Full).
Outgoing message, memo messages and incoming messages all consume memory.
- The black boxes increases as the free memory decrease.
- When the boxes flash, the memory is almost full. (You should erase old messages.)

5 Answer mode indicators
The black bar indicates the selected four answer modes: OGM1, OGM2, ANN ONLY, or TRANSFER.

6 Message counter
- Indicates the number of new messages. (Flashes when there are new messages.)
- During message playback, indicates the order of the current message.
- Shows "F" when memory is completely full.

Inserting the batteries

Your recorded messages and settings are stored in the memory. They will be lost if a power interruption occurs (such as the AC plug being accidentally disconnected, or a temporary power failure). Inserting the batteries lets you back up the memory contents in case of a power interruption.



!

When replacing the batteries, make sure the phone is plugged into an AC outlet, or all your message and settings will be lost.

1

Slide open the battery compartment cover.

2

Insert the four size AAA (R03) batteries (supplied).
Make sure the ⊕ and ⊖ on the batteries match the marking in the battery compartment.

3

Slide the cover back until it snaps into place.
The ⌓ mark on the display disappears, indicating the batteries are inserted.

!

The ⌓ mark appears on the display when batteries are not inserted in the phone.

!

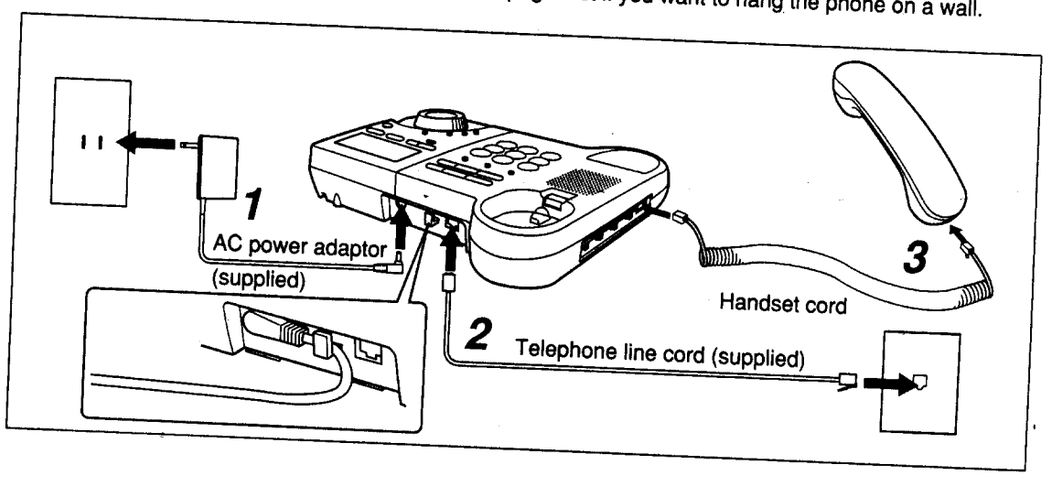
Replace the batteries about once a year.

■ Backup duration

The supplied (manganese) batteries provide backup power if an AC power failure occurs. The backup duration is approximately 7 hours.

Connecting the phone

Read the next page first if you want to hang the phone on a wall.



!

Connect the AC power adaptor to a continuous power supply.

!

If your phone jack is not modular, contact your telephone service company for assistance.

Modular

1

Connect one end of the AC power adaptor (supplied) into the DC IN 12V jack, and the other end into an AC outlet.

Be sure to pass the AC power adaptor cord around the hook.

2

Plug one end of the long telephone line cord (supplied) into the LINE jack, and the other end into a telephone outlet.

3

Use the handset cord (supplied) to connect the handset to the phone.

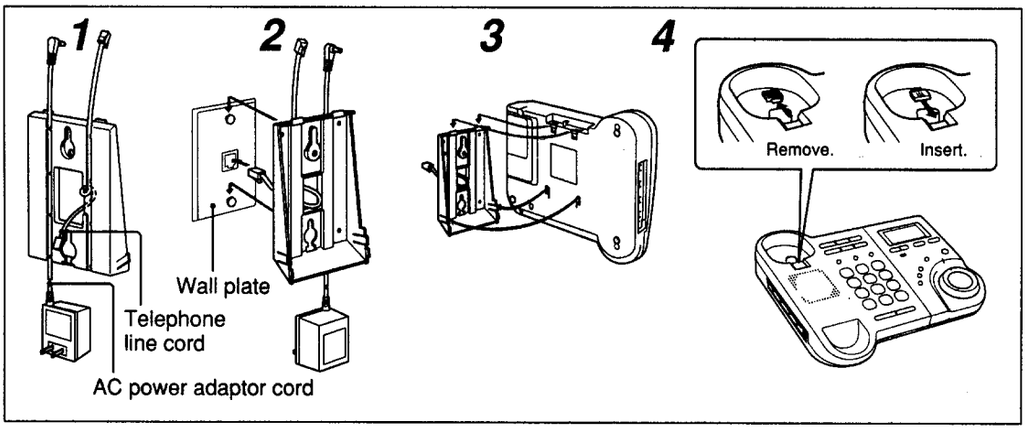
■ **Note on the AC power adaptor**

Use only the AC power adaptor supplied. Do not use any other AC power adaptor.

Polairty of the plug

Hanging the phone on a wall

Hanging the phone on a wall will save space.



1

Press the AC power adaptor cord and the short telephone line cord into the wall bracket.

2

Hook the wall bracket to the wall plate and plug the telephone line cord into the modular jack.

! If the plate does not have hooks, see page 15.

! If your phone jack is not modular, contact your telephone service company for assistance.

Modular

3

Insert the tabs on the top of the wall bracket into the phone and press the phone so that the lower tabs on the wall bracket go into the phone.

4

Reverse the hang-up tab.

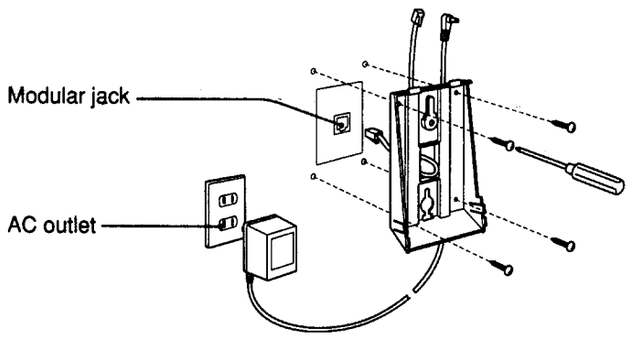
5

Connect the phone to its handset, an AC outlet, and the telephone cord.

For details, see the "Connecting the phone" (page 13) section.

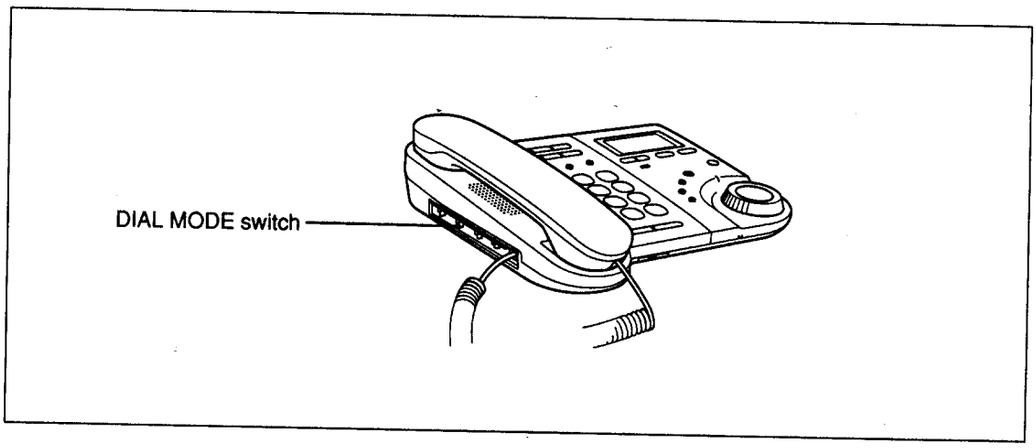
■ **If you cannot hook the wall bracket**

Attach the wall bracket directly to the wall using the supplied screws.



Choosing tone or pulse dialing

For the telephone to work correctly, you must set it to the type of your dialing system: tone or pulse dialing.



!

If you have pulse dialing, be sure to read the "Using touch-tone services (for pulse dialing systems only)" (page 21) section before you make long distance calls.

■ **Setting the dial mode**

Set the DIAL MODE switch to:

T if your dialing system is tone

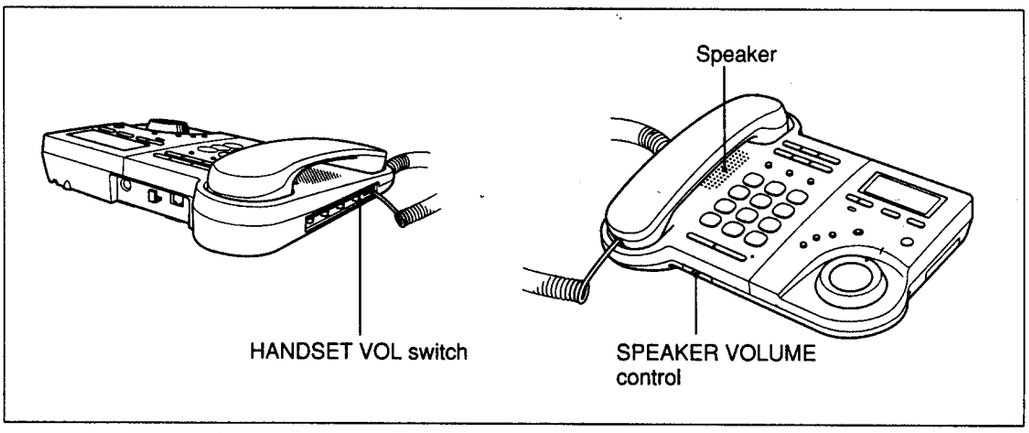
P if your dialing system is pulse

■ **If you are not sure**

1 Make a trial call with the DIAL MODE switch set to T.

2 If the call is connected, leave the switch at T. Otherwise, set the switch to P.

Adjusting the speaker volumes



■ **Adjusting the handset volume**

The HANDSET VOL switch adjusts the volume of the caller's voice heard on the handset's speaker.

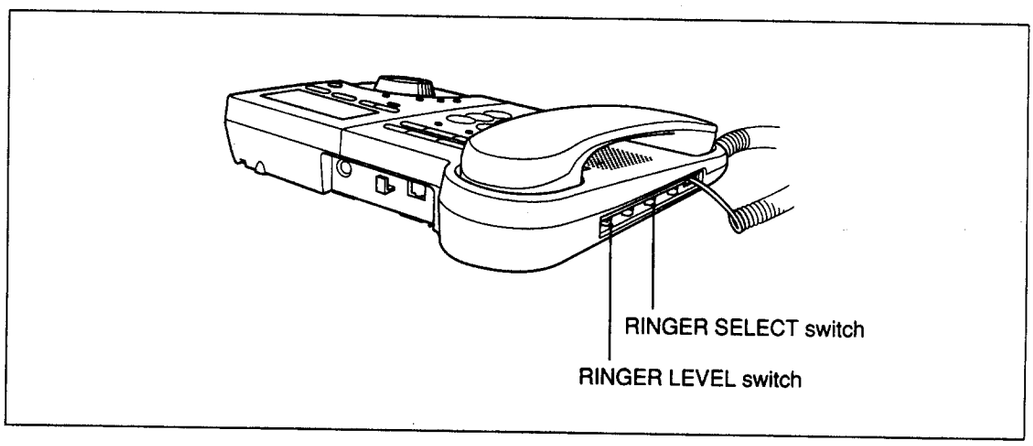
Set the HANDSET VOL switch to HIGH for higher handset volume, or to NORMAL for normal handset volume.

■ **Adjusting the speaker volume**

The SPEAKER VOLUME control adjusts the volume of the speaker. It has no effect on recording.

Slide the SPEAKER VOLUME control to the right to increase the volume, or to the left to decrease it.

Adjusting the ringer



■ **Adjusting the ringer level**

The RINGER LEVEL switch controls the volume of the ringer. If you do not want to be disturbed by telephone calls, you can turn the ringer off.

Set the RINGER LEVEL switch to H(High), L(Low), or OFF.

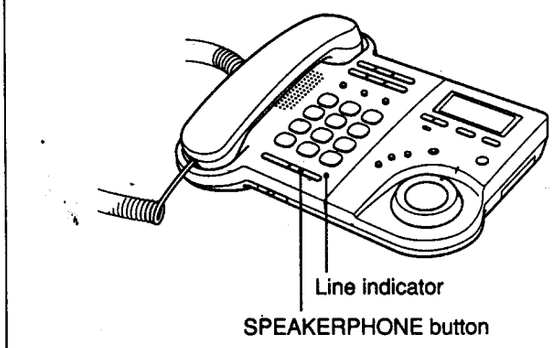
■ **Adjusting the ringer mode**

The RINGER SELECT switch allows you to vary the number of rings before the phone answers to take a message. There are three modes: 3, 5, and TS. Normally, set it to TS.

Mode	Useful when	How the phone works
3 or 5	You are at home.	The phone rings three or five times and then answers the call.
TS (Toll saver)	You are away from home.	If any new messages are recorded in box 1, the phone answers after 3 rings; if not, it answers after 5 rings. When you call from a pushbutton phone and hear more than 3 rings, you know that there are no new messages in box 1. (If there is no new message in box 1, but some in box 2 or 3, the phone will still answer after 5 rings.)

Making calls

You can also make calls without picking up the handset.



1

Pick up the handset (or press SPEAKERPHONE).
The line indicator lights and you hear a dial tone.

2

Dial a phone number.
The phone number appears and scrolls off the display if it has more than 5 digits. After a while the talk time appears.

3

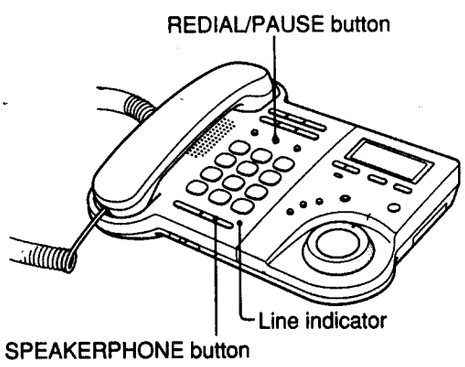
When you finish talking, replace the handset in the cradle (or press SPEAKERPHONE again).
The line indicator goes off and the call is disconnected. The talk time also disappears.

Switching to the speakerphone during conversation

Press SPEAKERPHONE and resume talking.
(You can put the handset in the cradle.)
To switch back to the handset, pick up the handset again.

Redialing

You can redial the last number called with just one touch of the REDIAL/PAUSE button. This lets you easily redial the same number again when the line is busy.



!

Redialing cannot be done if power supply to the phone is cut off.

!

The number must not be longer than 32 digits (the tone and pause digits are each counted as one digit); otherwise you will hear five short error beeps and the call will not be connected.

1

Pick up the handset (or press SPEAKERPHONE).
The line indicator lights and you hear a dial tone.

2

Press REDIAL/PAUSE.
The last sequence of digits dialed will be automatically redialed. The digits appear and scroll off the display if they are more than 5. After a while the talk time appears.

■ **To find out the last phone number dialed**
With the handset placed in the cradle, press REDIAL/PAUSE.
The number appears (and scrolls off the display if it has more than 5 digits).

■ **To erase the last phone number dialed**
With the handset placed in the cradle, press REDIAL/PAUSE twice.
The number is erased from the memory.

Using touch-tone services (for pulse dialing systems only)

Some services require you to use touch-tone. This is not a problem if your phone already uses tone dialing. If your phone uses pulse dialing, however, you need to follow the steps below to use these services.

!

You only need to press TONE once to turn dialing to tone; this will remain effective until the call is disconnected.

1

Use the phone to dial the service number.

2

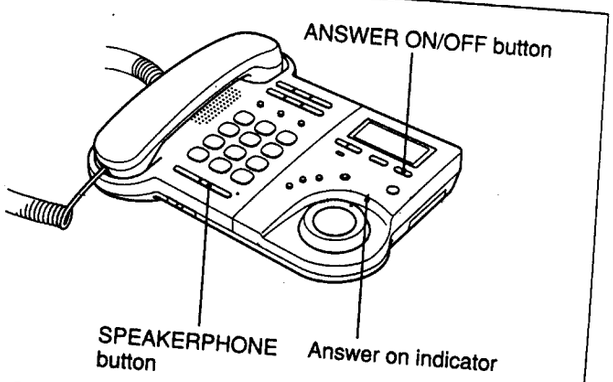
When connected to the service, press TONE (*).

3

Press the dialing keys as required.

Receiving calls

You can receive calls by picking up the handset or by using the speakerphone. If the answering function is turned on, you can also screen incoming calls.



1

When you hear the phone ring, pick up the handset (or press SPEAKERPHONE).

2

When you finish talking, replace the handset in the cradle (or press SPEAKERPHONE again).

Screening calls

!

For details see the "Turning the answering function on or off" (page 35) section.

1

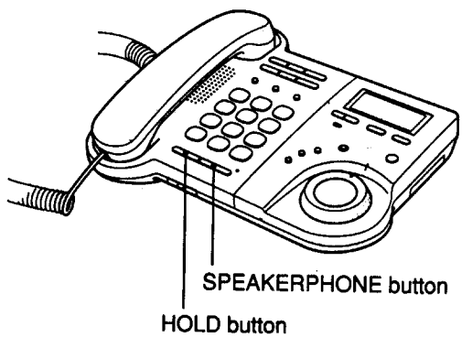
Press ANSWER ON/OFF repeatedly so that the answer on indicator lights.
The answering function is turned on.

2

If a call comes in and the caller starts leaving a message, you can also hear it. Pick up the phone if you want to talk to the caller.
The phone will stop recording.

Putting a call on hold

The HOLD button allows you to temporarily suspend a phone conversation without disconnecting the call. When a call is on hold, you will not be able to hear the caller, and the caller will not be able to hear you.



!

While the call is put on hold, you cannot receive incoming calls and cannot hear the "call waiting" tone if you have this service.

■ **To put the call on hold**

Press HOLD.

You can place the handset back on the cradle.

■ **To resume the conversation**

If you did not place the handset back on the cradle:
Press HOLD.
Otherwise: Pick up the handset or press SPEAKERPHONE.

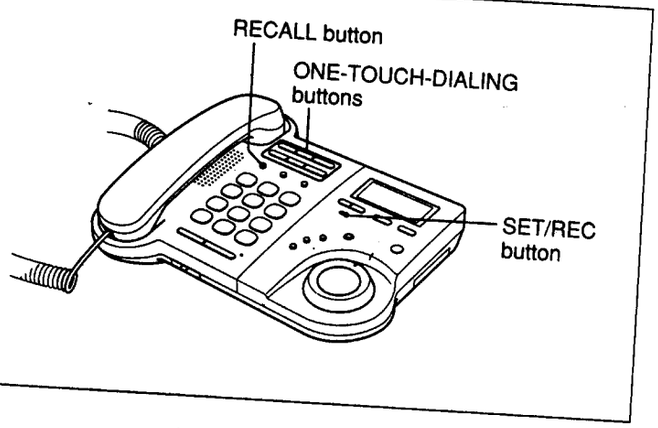
■ **If you pick up another phone connected to the same phone line**

The hold will be automatically released and you will be able to resume conversation on that phone.

Memory dialing

Storing memory dialing numbers

You can store the numbers you frequently call into the memory of the phone so that you can dial a number with the touch of one (one-touch dialing) or three (speed dialing) buttons.



!

If more than 20 seconds elapse between pressing buttons, the operation will be canceled and you must start over again.

1

Press SET/REC.

2

For one-touch dialing:
Press one of the 6 ONE-TOUCH DIALING buttons (1 to 6).

For speed dialing:
1 Press RECALL.
2 Press the dialing keys to enter a speed dialing number between 00 and 19.

!

Do not enter a memory dialing number that exceeds 16 digits. (The only exception is speed dialing number 00 which can hold up to 32 digits.) Note that the tone and pause digits are each counted as one digit. Otherwise you will hear five short error beeps and you must start over again.

3

Dial the phone number you wish to store.

4

Press SET/REC.
You hear a confirmation beep.

!

The number will scroll off the display if it has more than 5 digits.

■ **Confirming the memory dialing numbers**

For one-touch dialing:

With the handset placed in the cradle, press the desired ONE-TOUCH DIALING button (1-6).

The number stored in the button appears on the display.

■ **For speed dialing:**

1 Press RECALL.

2 Press the desired speed dialing button (00 to 19).

The number stored in the button appears on the display.

■ **If you use a Private Branch Exchange (PBX)**

You need to dial a digit (such as 9) to access an outside line before you dial a phone number. To store the phone number:

1 Enter the outside line access digit.

2 Press REDIAL/PAUSE to enter a pause (to allow the phone time to the access outside line).

3 Enter the phone number you want to store.

■ **To change a stored number**

If you store a new phone number in a memory dialing button that already has a number stored in it, the old number will be erased.

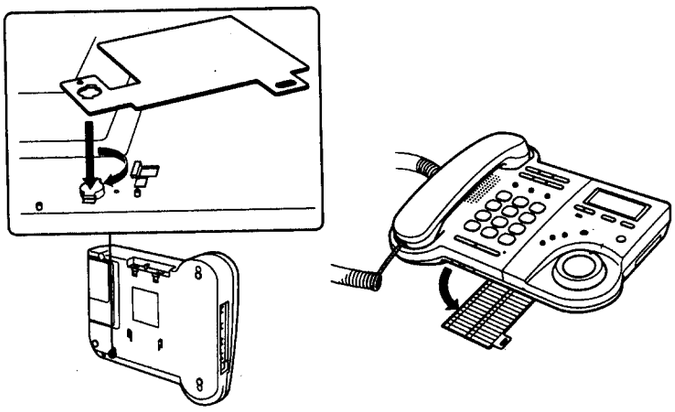
■ **To keep a directory**

To attach

Write down the desired information and attach the directory to the phone.

To use

Pull out the directory.

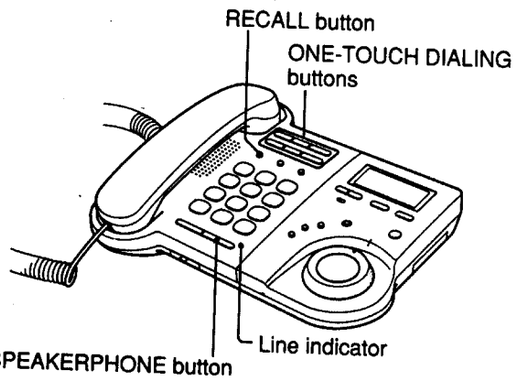


■ **Note on power supply**

The memory dialing numbers are lost when power supply to the phone is cut off and there is no batteries in the phone (or the batteries are dead).

Making memory dialing calls

Once you have stored numbers in the memory dialing buttons on the phone, you can make a call with the touch of one (one-touch dialing) or three (speed dialing) buttons.



1

Pick up the handset (or press SPEAKERPHONE).
The line indicator lights and you hear a dial tone.

2

For one-touch dialing:
Press the desired ONE-TOUCH DIALING button (1 to 6).
The phone number stored in the button will be dialed.

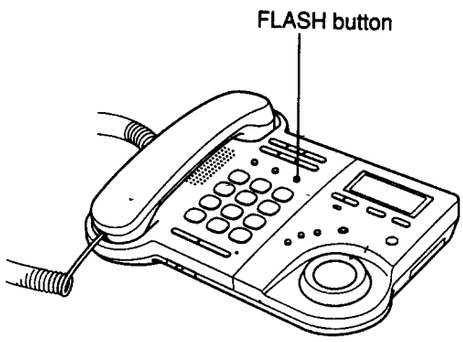
For speed dialing:
1 Press RECALL.
2 Press the desired speed dialing button (00 to 19).
The phone number stored in the button will be dialed.

! If you press a memory dialing button that does not have a phone number stored in it, you will hear five short error beeps.

■ **Note**
Memory dialing cannot be done if power supply to the phone is cut off.

Using "call waiting" service

If you have subscribed to "call waiting" service, you can receive calls during conversation. When a new call comes in, you can put the current call on hold and switch to the new call.



!

If FLASH is pressed when there is no new incoming call, the call will be disconnected.

1

When a new call comes in while you are talking, press FLASH.

The current caller is put on hold and you can answer the new call.

2

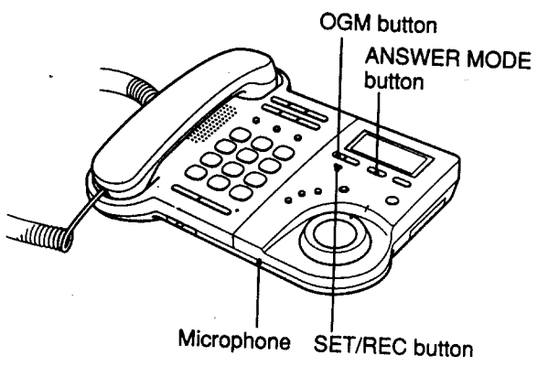
When you want to switch back to the first caller, press FLASH again.

Pressing FLASH lets you switch between the two calls.

Preparation

Recording the outgoing messages

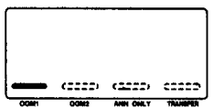
The outgoing message is the message a caller hears when the phone answers the call. The phone provides three types of outgoing messages: standard, announcement only, and transfer. You select an outgoing message using the ANSWER MODE button.



Message type	Use it when
Standard (OGM1 and OGM2)	You want to play an outgoing message to ask the caller to leave a message. Both OGM1 and OGM2 are identical in function. They are provided so that you can, for example, use OGM1 during weekdays and OGM2 for weekends. The phone comes with 3 message boxes. By default, all incoming messages go into box 1. If you want to give the callers the option to choose a message box, be sure to include in the outgoing message how to select a box. (See page 35 for details.) Pre-recorded message: "Hello, I am unable to answer your call right now. Please leave your name, number, and message after the tone."
Announcement (ANN ONLY)	You want to make an announcement to the callers without accepting incoming messages when, for example, you are away on a long vacation. Pre-recorded message: "Hello, I am unable to answer your call right now. Please call again. Thank you."
Transfer (TRANSFER)	You are at another place (away from home) and want the phone to call that place to notify you of new messages (page 44). (No pre-recorded message. An example can be: "A message has been transferred to this number. Please enter the security code."

1

Press ANSWER MODE until the black bar moves to the desired answer mode (message type).



! You hear five short error beeps if the answer on indicator is not turned off.

2

Press SET/REC.

! If more than 20 seconds elapse between pressing buttons (except when recording), the operation is canceled and you must start over again.

3

Press OGM.
You hear the recorded instructions.

4

After you hear a tone, start speaking about 30 cm (12 inches) away from the microphone.
The message must be between 2 seconds and 4 minutes (or 30 seconds for the transfer message).

! If the 4-minute message limit is exceeded, recording automatically ends.

5

Press SET/REC to stop recording.
The phone automatically replays the message you recorded.

■ Checking the outgoing message

1 Press ANSWER MODE to select the desired message (answer mode).
2 Press OGM.
The phone replays the message. If no outgoing message has been recorded, the prerecorded outgoing message is heard instead.

■ Erasing an outgoing message

1 Press ANSWER MODE to select the desired message (answer mode).
2 Press OGM.
3 While the message is being replayed, press ERASE.
You hear a confirmation beep.

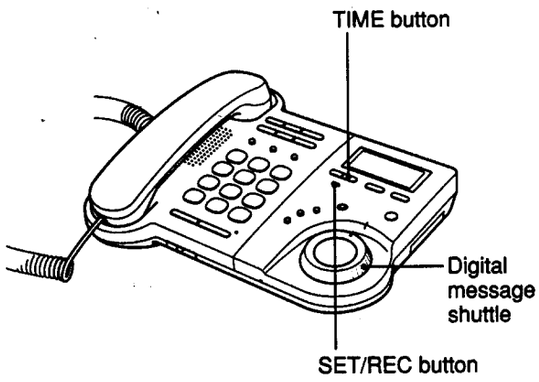
! The prerecorded outgoing messages cannot be erased.

■ Notes

- A new outgoing message always erases the old one.
- User-recorded outgoing message also occupies memory.

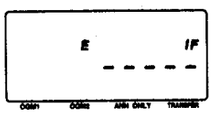
Setting the day and time

As messages (except outgoing message) are stamped with the day and time, setting the correct day and time enables you to know when a message was recorded.



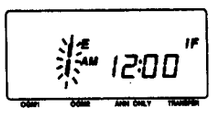
1 Set the day.

1 Press SET/REC.



! If more than 20 seconds elapse between pressing buttons (or 100 seconds during the time setting), the operation is canceled and you must start over again.

2 Press TIME.
The day position starts flashing.
(The example below shows today is Sunday.)



! The phone also announces the day of the week.

3 Use the digital message shuttle to select the day.
Turn it clockwise to advance the day, or counterclockwise to go back.

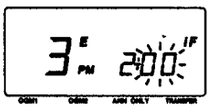
! Sunday is represented by 1, Monday by 2, Tuesday by 3, Wednesday by 4, Thursday by 5, Friday by 6, and Saturday by 7.

4 Press SET/REC to finish setting of the day.
The hour position begins flashing.
(The example below shows the time at 12 am.)

2 Set the time.

1 When the hour position is flashing, use the digital message shuttle to set the hour.
Turn it clockwise to increase the hour, or counterclockwise to decrease it.

2 Press TIME.
The minute position starts flashing.



3 Turn the digital message shuttle to set the correct minute.

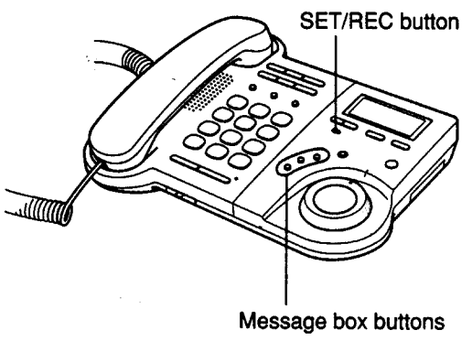
4 Press SET/REC.
The phone announces the day and time you just entered.

■ Checking the day and time

Press TIME.
The phone announces the day and time.

Setting the security code

The security code is required when you want to operate the answering function from a remote phone away from home. Also, you can set a different security code to each of the 3 message boxes to protect messages in each box from being listened to by others. The security codes cannot be set while the secured message function is on.



1

Press SET/REC.

2

Press the desired message box button (BOX1, BOX2, or BOX3).
You hear the recorded instructions to prompt you to enter a security code.

3

Use the dialing keys to enter a two-digit number between 00 to 99.
The security code for the selected message box appears on the display.

! * and # cannot be used as security code.

4

Press SET/REC.
You hear a long confirmation beep, indicating the security code is registered.

! Try not to forget the security code as it cannot be checked.

■ **Changing the security code**
Repeat steps 1 to 4.
You cannot change the security code if the secured message function is turned on.

Turning the secured message function on or off

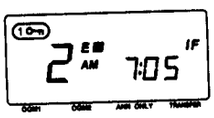
Each of the 3 message boxes comes with a secured message function which, when turned on, protects all recorded messages (memo, conversation, and incoming) stored in the box from being listened to by persons not knowing the correct security code for the box.

1

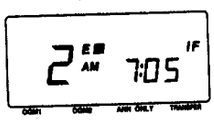
Press the desired message box button (BOX1, BOX2, or BOX3).

2

Use the dialing keys to enter the security code you have registered.
If the secured message function for this box was off, it will be turned on (box 1 in this example):

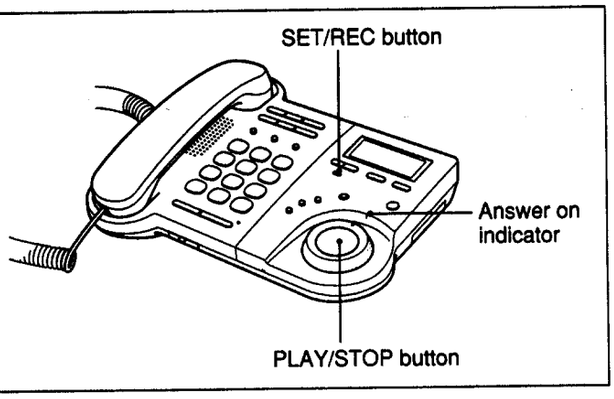


If the secured message function was on, it will be turned off:



Turning the message alarm on or off

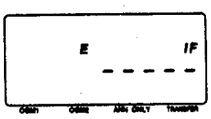
When there are new messages in box 1, the message counter and answer on indicator flashes. If the message alarm is also turned on, the phone beeps continuously as well.



!
If more than 20 seconds elapse between pressing buttons, the operation is canceled and you must start over again.

1

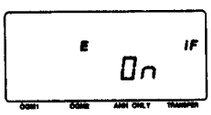
Press SET/REC.



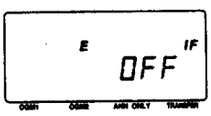
2

!
The message alarm is only effective for box 1. It will not sound for new messages in box 2 or box 3.

Press PLAY/STOP.
If the message alarm was off, it will be turned on:



If the message alarm was on, it will be turned off:



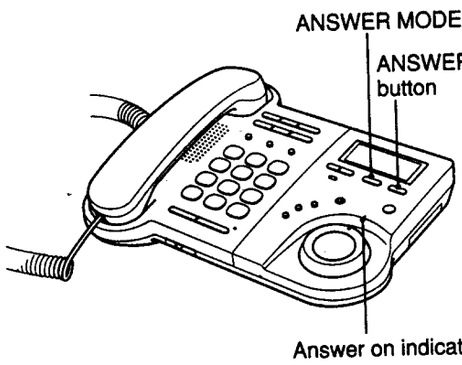
3

Press SET/REC.
The phone announces that the message alarm is turned on or off.

■ Stopping the beeps
Once you notice that there are new messages and you do not want the continuous beeps, you can press any button and the beeps will stop. The message alarm function, however, remains active so that the beeps will start again when new messages come in.

Turning the answering function on or off

To set the phone ready to answer incoming calls, you can choose how the phone answers incoming calls, then turn on the answering function.



!

You cannot set the answer mode after turning on the answering function; otherwise the answering function will be turned off instead.

!

See page 28 on using the TRANSFER mode.

1

Press ANSWER MODE repeatedly until the black bar moves to the desired answer mode (message type, page 28).

2

Press ANSWER ON/OFF.

The answer on indicator lights, indicating the answering function is turned on.

■ To turn off the answering function

Press ANSWER ON/OFF repeatedly so that the answer on indicator goes off.

■ Notes

- You cannot turn on the answering function if the memory is full.
- Even when the answering function is turned off, the phone will answer a call after 10 rings. This is useful when you want to control the phone remotely from a pushbutton phone. See the "Calling from a remote phone" (page 42) section for more information.

When a caller calls

The caller can choose one of the two ways to leave a message:

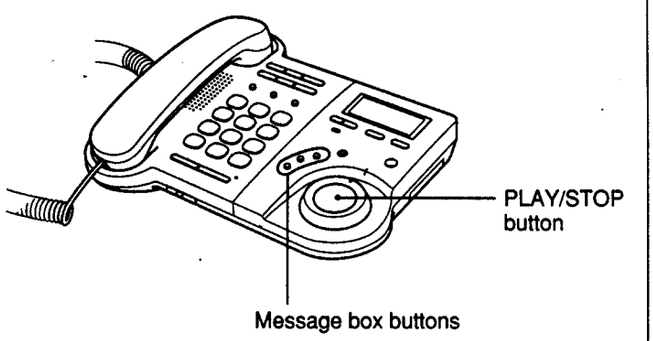
- Waits until the outgoing message finishes, then starts recording a message. (By default, the message goes into box 1.)
- Selects a box by pressing ∗1 (box 1), ∗2 (box 2), or ∗3 (box 3) while the caller hears the outgoing message.
  The outgoing message stops and the caller hears a tone; recording can start then.

Using as a telephone answering machine | **35**

Playing back messages

Starting playback

The PLAY button lets you play back new messages. If there are no new messages, then the old ones are played back instead.



!
You can skip step 1 if the desired message box is box 1.

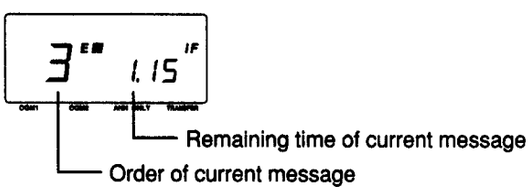
!
If the secured message function of this message box is turned on, You must, when prompted, enter the correct security code for this box.

1

Press the desired message box button.

2

Press PLAY/STOP.
Messages in the desired message box you chose, regardless of their types (memo, conversation, incoming), are played back in the order they were recorded. The sequence is indicated on the display.

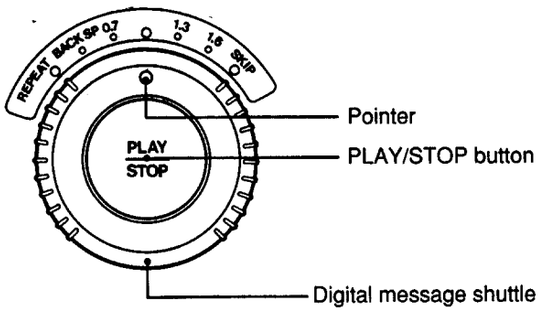


When all the messages are played back, the message counter for the message box returns to zero and the playback stops.

!
Even when the message counter for the selected message box returns to zero, the messages still remain in the box until you erase them. We recommend that you regularly erase the old messages.

During playback of each message

During playback of each message, you can perform various operations using the digital message shuttle.



!
Change in playback speed does not affect the speed at which the time/day stamp is announced.

■ **Change in playback speed**

Turn and hold the digital message shuttle with the pointer pointing approximately at one of the following:

0.7 Replays at 0.7 times (30% slower than) the normal speed
1.3 Replays at 1.3 times (30% faster than) the normal speed
1.6 Replays at 1.6 times (60% faster than) the normal speed

If you want to keep playback at the new speed

While holding the digital message shuttle at the new speed press PLAY/STOP.
Even if you release it, the new speed will remain effective until all the messages are replayed.
If you want to return to the normal speed immediately, turn the digital message shuttle and release it.

■ **Back space**

Turn the digital message shuttle until the pointer is approximately at the BACK SP indication.

The phone goes back by about 5 seconds then resumes playback.

!
If you turn the digital message shuttle to the REPEAT indication during the first 2 seconds of the current message, the phone will jump to the previous message.

■ **Repeating the message**

Turn the digital message shuttle until the pointer is approximately at the REPEAT indication.

Playback resumes from the beginning of the current message.

■ **Jumping to previous messages**

Turn the digital message shuttle until the pointer is approximately at the REPEAT indication, then hold the message shuttle until the phone jumps to the desired message.

When the message shuttle is released, the phone resumes playback.

■ **Skipping messages**

Turn the digital message shuttle until the pointer is approximately at the SKIP indication, then hold the message shuttle until the phone skips to the desired message.
When the message shuttle is released, the phone resumes playback.

■ **Stopping playback**

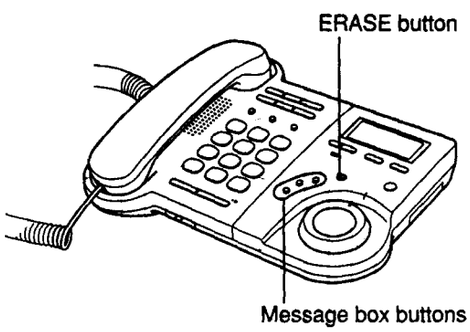
Press PLAY/STOP.
Playback stops.

!

If the message being replayed is new, the message counter is updated to report all unplayed messages, including the current message.

Erasing messages

You can erase each message during its playback. Once erased, the messages cannot be recovered. Your outgoing messages, however, are not erased.



■ **Erasing one message at a time**

During the message playback, press ERASE.
You hear a confirmation beep.

■ **Erasing all replayed messages in a message box**

1 When the phone is not playing back messages, press the desired message box button.

2 Press ERASE.
The phone announces that all of your messages in the selected box have been erased.

!
You can skip step 1 if the desired message box is box 1.

!
You cannot erase all messages in all message boxes at once. This must be done one message box at a time.

!
The operation is canceled if there are still any new messages (messages you have not played back yet).

Recording a telephone conversation

You can record the conversation while you are talking on the phone. The recorded conversation is counted as a message and can be played back like any incoming messages.

MEMO/CONV button

!

If you want to store the conversation in a box other than box 1, press the desired message box button first.

!

If the 4-minute message limit is exceeded, recording automatically ends.

1

During the phone conversation, press MEMO/CONV.
The recorded conversation is stored in message box 1.

2

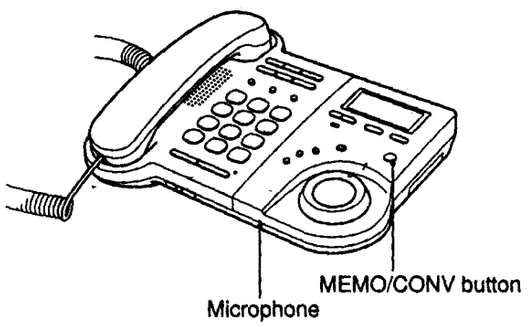
To stop recording, press MEMO/CONV or put the handset back to the cradle.
The message counter increases by one.

■ **Note**

Recording automatically ends if the memory becomes full.

Recording a memo message

You can leave memo messages to remind yourself or other users of the phone. You can also listen to memo messages when you are away from home (page 42). The memo messages are stored in box 1 unless specified.



!

If you want to store the memo message in a box other than box 1, press the desired message box button before step 1.

!

If the 4-minute message limit is exceeded, recording automatically ends.

1

Press MEMO/CONV.
You hear the recorded instructions.

2

After you hear the tone, start speaking about 30 cm (12 inches) away from the microphone.

3

Press MEMO/CONV to finish.
The message counter increases by one.

■ **Note**

Recording automatically ends if the memory becomes full.

Calling from a remote phone

You can call from a pushbutton (tone) phone and "pick up" new messages recorded on the phone, using the control codes for remote operations. However, you must first register a security code (see page 32) for at least one message box, and turn on the answering function.

1

Call your phone number from a pushbutton phone.

2

While you hear the outgoing message, press # and the security code for any one of the 3 message boxes.
The security code must be entered within two seconds.

If there are new messages for the box, playback starts. Otherwise the phone waits for you to enter further codes. For details, see the "Control codes for remote operations" (page 43) section.

!
If you make a mistake, you can try again, up to three times and you will be disconnected. Also, if you do not enter the security code within 20 seconds, you will be disconnected too.

■ **Using the toll-saver feature (TS)**
When the RINGER SELECT switch is set to TS, if any new messages are recorded in box 1, the phone answers after 3 rings; if not, it answers after 5 rings. When you call from a pushbutton phone and hear more than 3 rings, you know that there are no new messages in box 1. (If there is no new message in box 1, but some in box 2 or 3, the phone will still answer only after 5 rings.) For more information, see also "Adjusting the ringer mode" (page 18) section.

■ **If the answering function is not turned on**
The phone will still answer a call after 10 rings. While you hear the outgoing message, press # and your security code. Then press * 0 * to turn on the answering function (page 35).

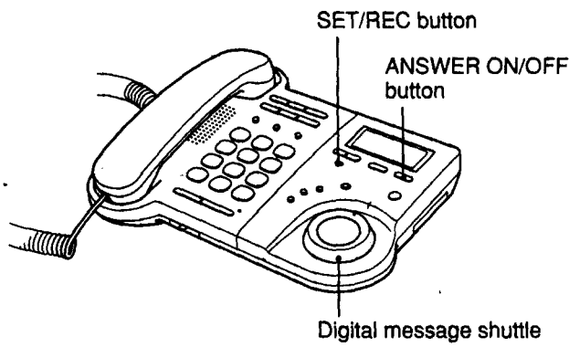
Control codes for remote operations

Task	Control code
Select a message box and play back new messages in it. If the box has its secured message function turned on, you need to enter the box's security code. If the security code entered is incorrect, you must start again by selecting a message box.	# 2 1 (Box 1) # 2 2 (Box 2) # 2 3 (Box 3)
Play back new messages in the selected message box. The phone stops every 4 minutes and waits for further codes. So, press # 2 # every 4 minutes while listening to your messages, or the line will be disconnected*.	# 2 #
Repeat the current message. If the operation is done within the first 2 seconds of a message, the phone will jump to the previous message instead.	# 1 #
Skip to the beginning of the next message.	# 3 #
Erase all replayed messages in the selected message box.	# 4 #
Record a memo message (between 2 seconds and 4 minutes) in the selected message box. Press * * to finish recording.	# 5 #
Turn on the answering function so that callers can record messages. **If the answering function is already turned on** Each time you enter * 0 * the answer mode changes in the following way, starting from the currently selected mode: → OGM1→ OGM2→ ANN ONLY→ TRANSFER**→ ** You will hear five short error beeps if no phone number for message transfer message has been recorded.	* 0 *
Turn off the answering function so that incoming calls are not answered.	# 0 #
Record a new outgoing message (between 2 seconds and 4 minutes). Press * * to finish recording. See also the "Recording the outgoing messages" (page 28) section. Note that recording a new message turns on the answering function automatically.	* 7 *
Enter a new phone number for message transfer. Use the table below to enter special symbols. When you finish, press * *. **Symbol** **Press** 0 to 9 0 to 9 dialing keys * # 1 # # 2 Tone # 3 Pause # 4	* 9 *
Interrupt the current operation. The phone waits for further codes.	* *

* If you disconnect the call during message playback, the phone cannot detect this and will continue the playback. The 4-minute confirmation indicates to the phone that the call is still connected.

Notifying you of new messages (message transfer)

You can have the phone call a phone number as soon as a new message is left by a caller in a message box selected for message transfer. This phone number can be a pager service, or a phone at the place where you are staying.



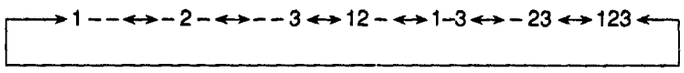
Calling your pager

■ **Preparation**

- Store the phone number to access your pager to speed dialing number 00 (page 24).
  You may need to add pause digits and experiment with the dialing sequence to program it correctly.
  (Be sure to test the dialing sequence by making a trial call to your pager. If your pager can beep, the dialing sequence has been correctly programmed.)
- Set a security code. (page 32)
- Set the answer mode to TRANSFER (page 29).

If no message boxes are specified, all messages go into box 1. To specify one or more message boxes to use, follow the steps below:

1 **Press SET/REC.**
2 **Press ANSWER ON/OFF.**
3 **Use the digital message shuttle to select message box 1, 2, 3, or any of the combinations:**



4 **Press SET/REC to turn on the answering function.**

■ **When a call comes in**

The caller hears the outgoing message stored in OGM1.

If the caller leaves a message

The phone dials the phone number stored in speed dialing number 00 to ring your pager. When notified, call your phone to "pick up" the new message.

For details, see the "Calling from a remote phone" (page 42) section.

! Each time a new message is left on the phone, the phone will call your pager only once.

Calling a remote phone

■ **Preparation**

- Prepare a short transfer message (less than 30 seconds) (page 28).
- Store the phone number to access the remote phone to speed dialing number 00 (page 24).
- Set a security code. (page 32)
- Set the answer mode to TRANSFER (page 29).

See page 44 and select one or more message boxes to use, then press SET/REC to turn on the answering function.

■ **When a call comes in**

The caller hears the outgoing message stored in OGM1.

If the caller leaves a message

The phone dials the phone number stored in speed dialing number 00 to ring the remote phone.

If you answer this call, you hear a transfer message that you recorded. Enter a security code to "pick up" the new message. For details, see the "Calling from a remote phone" (page 42) section.

! Each time a new message is left on the phone, the phone will call the remote phone only once.

Precautions

On safety

- Do not unnaturally bend or crimp the cord, and do not place heavy objects on it. Damage to the cord may result in fire or electric shock.
- If the cord or plug is damaged or gets frayed, do not continue to use it. Contact your local Sony dealer for a replacement.
- To remove the AC power adaptor from an AC outlet, pull on the plug. (Do not pull on the cord.)
- Do not attempt to disassemble the cabinet. Refer servicing to qualified personnel only.
- Do not put foreign objects into the unit.
- Do not put anything in the DC IN 12V (external power input) jack except the supplied AC power adaptor.
- Do not drop the unit as a malfunction may result.

On power source

- The AAA (R03) batteries are used to backup the memory contents.
- Operate the unit only on 12V DC. Use the AC power adaptor supplied with the unit. Do not use any other AC power adaptors as they may cause malfunction.
- Plug the unit into an AC outlet that has a continuous power supply. Avoid outlets where power may be cut off.

On installation

Do not expose the unit to:

- heat sources such as radiators or air ducts.
- extremely low temperatures.
- direct sunlight.
- excessive dust.
- moisture or rain.
- mechanical vibration or shock.
- inclined position.
- devices (such as speakers or TVs) which contain magnets or generate magnetic fields.

Maintenance

Cleaning the cabinet

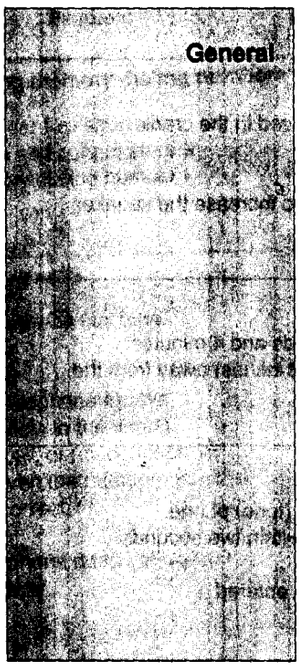
Clean the cabinet with a soft cloth slightly moistened with water or a mild detergent solution.
Do not use any type of abrasive pad, scouring powder or solvent such as alcohol or benzine as they may damage the finish of the cabinet.

Troubleshooting

Problem	Solution
Storing memory dialing numbers	
You hear five short error beeps and cannot store a memory dialing number.	• Make sure you follow the procedure in storing the number correctly (page 24). • Make sure the number (including the tone and pause digits, if used) is less than 16 digits.
Making calls	
You hear no dial tone.	• Make sure the telephone cord is securely connected to the telephone outlet.
The telephone always connects to the wrong number, or not connects at all, even the numbers you dial are correct.	• Make sure the dial mode setting is correct (page 16).
The phone does not redial correctly.	• Make sure the number (including the tone and pause digits, if used) you last dialed is less than 32 digits long. • Make sure the last dialed number is really the one you want to dial.
One-touch dialing or speed dialing is incorrect.	• Confirm the number stored in the one-touch dialing or speed dialing (page 25).
The other person's voice can hardly be heard.	• Set the HANDSET VOL switch to HIGH.
Receiving calls	
The phone does not ring.	• Set the RINGER LEVEL switch to H or L.
The phone does not record incoming messages.	• Make sure the answering function is turned on. • Make sure the answer mode is not set to ANN ONLY. • Make sure the memory is not full; if necessary erase some or all of the messages. • Make sure the AC power adaptor and the telephone line cord are firmly connected. • Try to find out if there was a power interruption.
The phone quits recording before callers finish leaving their messages.	• Callers cannot leave messages that are longer than 4 minutes. • Callers must speak loud enough when recording their message. The line is disconnected if no voice is heard for 7 seconds or more.

Problem	Solution
Operating the answering machine	
You cannot operate answering machine.	• Make sure the handset is correctly placed in the cradle.
You cannot hear anything from the speaker.	• Use the SPEAKER VOLUME control to increase the speaker volume.
Recording	
You cannot record your outgoing message properly.	• Keep your message between 2 seconds and 4 minutes. • Make sure you speak about 30 cm (12 inches) away from the microphone.
Using remote operations	
The phone does not accept your security code.	• Make sure you call from a pushbutton (tone) phone. • Make sure the two digits are entered within two seconds.
You hear error beeps when you enter your security code.	• Make sure the correct security code is entered.
A long beep does not sound when you enter your security code.	• Enter your security code as you hear the outgoing message begin to play. • Make sure you are calling from a pushbutton (tone) phone.
Playback	
Playback speed cannot return to normal.	• Turn the digital message shuttle in either direction to release the speed lock.

Specifications



Power source	DC 12V from AC power adaptor
Power consumption	Approx. 2.2 W (max.) Approx. 0.6 W (when answering functioning turned on)
Dial signal	Tone, pulse selectable
Memory backup	Power source: DC 6V using four size AAA (R03) batteries Duration: Approximately 7 hours
Dimensions	Approximately 234 x 72 x 217 mm (w/h/d) (9 1/4 x 2 7/8 x 8 5/8 inches)
Mass	Approximately 800 g (1 lb 12 oz), batteries excluded
Supplied accessories	AC power adaptor AC-T62(1) Size AAA (R03) batteries (4) Telephone line cords (2) Handset cord (1) Wall bracket and screws (1 set) Directory (1) Operating instructions (1) Remote control card (1)

Maximum recording time: about 18 minutes, using incorporated IC

- Outgoing message: up to 4 minutes/message (for transfer message, 30 seconds only)
- Incoming message: up to 4 minutes/message
- Memo/Conversation message: up to 4 minutes/message

Design and specifications are subject to change without notice.